

Art Unit: ***

1. A pause method in a video system using a regular channel and a patched channel, comprising:

determining if current session of an associated client is a single primary session in the regular channel, when receiving ID of the session and a reproduction position of a video from the client;

in response to result of the determination, examining a stable pause enable time, if the session is the single primary session in the regular channel,

in response to result of the examination, after pausing transmission of the video data to the client via the regular channel, obtaining an actual video transmission pause time and comparing it with the obtained stable pause enable time; and

in response to result of the comparison, transferring the video data to the client via the regular channel, after releasing the pause, if the obtained stable pause enable time is longer than the actual transmission pause time.

2. A method as defined in claim 1 in which the transmission pause of the video information performs pausing as duration as the obtained stable pause enable time.

Art Unit: ***

3. A method as defined in claim 1 in which the stable pause enable time is the time which reproduction position of secondary session of the regular channel is subtracted from the transmission position of the regular channel.

4. A method as defined in claim 1, the method comprising the further steps of:
determining if only the current regular channel exists in the associated client,

Art Unit: ***

when the current session is not the single primary session of the regular channel and
when the actual transmission pause time is less than the stable pause enable time; and

in response to result of the determination, receiving and storing only video
informations as much as the current video information patching enable range from the
regular channel, when only the current regular channel exists in the associated client.

5. A method as defined in claim 4 in which, in the receiving and storing only
video informations as much as the current video information patching enable range from
the regular channel, video data as much as the patched length is stored in advance in the
current session of the associated client, and the stable pause enable time, which
represents additional storage enable video data in a pause enable state equals to the time
that the patched length of the current session is subtracted from the patching enable
range.

6. A method as defined in claim 4 in which when both of the regular channel
and the patched channel exist in the step of determining if only the regular channel
exists, the method further comprising:

receiving video data as much as the patched length via the patched channel, and
video data as much as the stable pause enable time via the regular channel.

7. A method as defined in claim 6 in which the stable pause enable time is the
time that the patched length is subtracted from the patching enable range.

Art Unit: ***

8. (Amended) A method as defined in claim 6 [or 7] in which the stable pause enable time is less one of size of the data received from the regular channel or size of the data received from the patched channel.

from the patched channel.

9. A video data transfer resume method in a video system, comprising:

determining, when a video reproduction is temporarily paused, if a video reproduction signal is received, after receiving informations including session ID, paused position and paused time;

comparing the paused position with a predetermined stable pause enable time, when the video reproduction signal can be received within the predetermined stable pause enable time;

in response to result of the comparison, determining if it is a single primary session in which associated client shares the regular channel, when the paused time falls within the stable pause enable time;

in response to result of the determination, resuming transfer in the regular channel and adjusting patched lengths of sessions sharing the regular channel, when it is the single primary session; and

transferring the patched length, the regular channel and patched channel value, which are adjusted, as pause enable resume value to the client.

Art Unit: ***

10. A method as defined in claim 9 in which when it is not a single primary session in which the associated client shares the regular channel, the method further comprising:

determining if only the regular channel exists in the associated client; and
adding the pause enable time of the video reproduction to the patched length, when both of the regular channel and the patched channel exist.

11. A method as defined in claim 10 in which in the patched channel, position information, which the pause enable time is added to the current reproduction position of the current client, is transferred and the video data can be stored in the disk during process of patching.

12. A method as defined in claim 9 in which when the pause enable time not fall within the stable pause enable time, the method further comprising:

performing jump operation for the pause enable position and creating a new regular channel and a new patched channel; and

transferring information of waiting time to the client as video reproduction operation value via the new regular channel and the new patched channel.

Art Unit: ***

13. A program storage device readable by a machine, tangibly embodying a program of instructions executable by the machine to perform method steps for providing for pause/resume of video reproduction in video system using a regular channel and a patched channel, the method steps comprising:

determining if current session of an associated client is a single primary session in the regular channel, when receiving ID of the session and a reproduction position of a video from the client;

in response to result of the determination, examining a stable pause enable time, if the session is the single primary session in the regular channel;

in response to result of the examination, after pausing transmission of the video data to the client via the regular channel, obtaining an actual video transmission pause time and comparing it with the obtained stable pause enable time; and

in response to result of the comparison, transferring the video data to the client

Art Unit: ***

via the regular channel, after releasing the pause, if the obtained stable pause enable time is longer than the actual transmission pause time.

14. A program storage device readable by a machine, tangibly embodying a program of instructions executable by the machine to perform method steps for providing for pause/resume of video reproduction in video system using a regular channel and a patched channel, the method steps comprising:

determining, when a video reproduction is temporarily paused, if a video reproduction signal is received, after receiving informations including session ID, paused position and paused time;

comparing the paused position with a predetermined stable pause enable time, when the video reproduction signal can be received within the predetermined stable pause enable time;

in response to result of the comparison, determining if it is a single primary session in which associated client shares the regular channel, when the paused time falls within the stable pause enable time;

in response to result of the determination, resuming transfer in the regular channel and adjusting patched lengths of sessions sharing the regular channel, when it is the single primary session; and

transferring the patched length, the regular channel and patched channel value, which are adjusted, as pause enable resume value to the client.